

KINGDOM UNDER FIRE

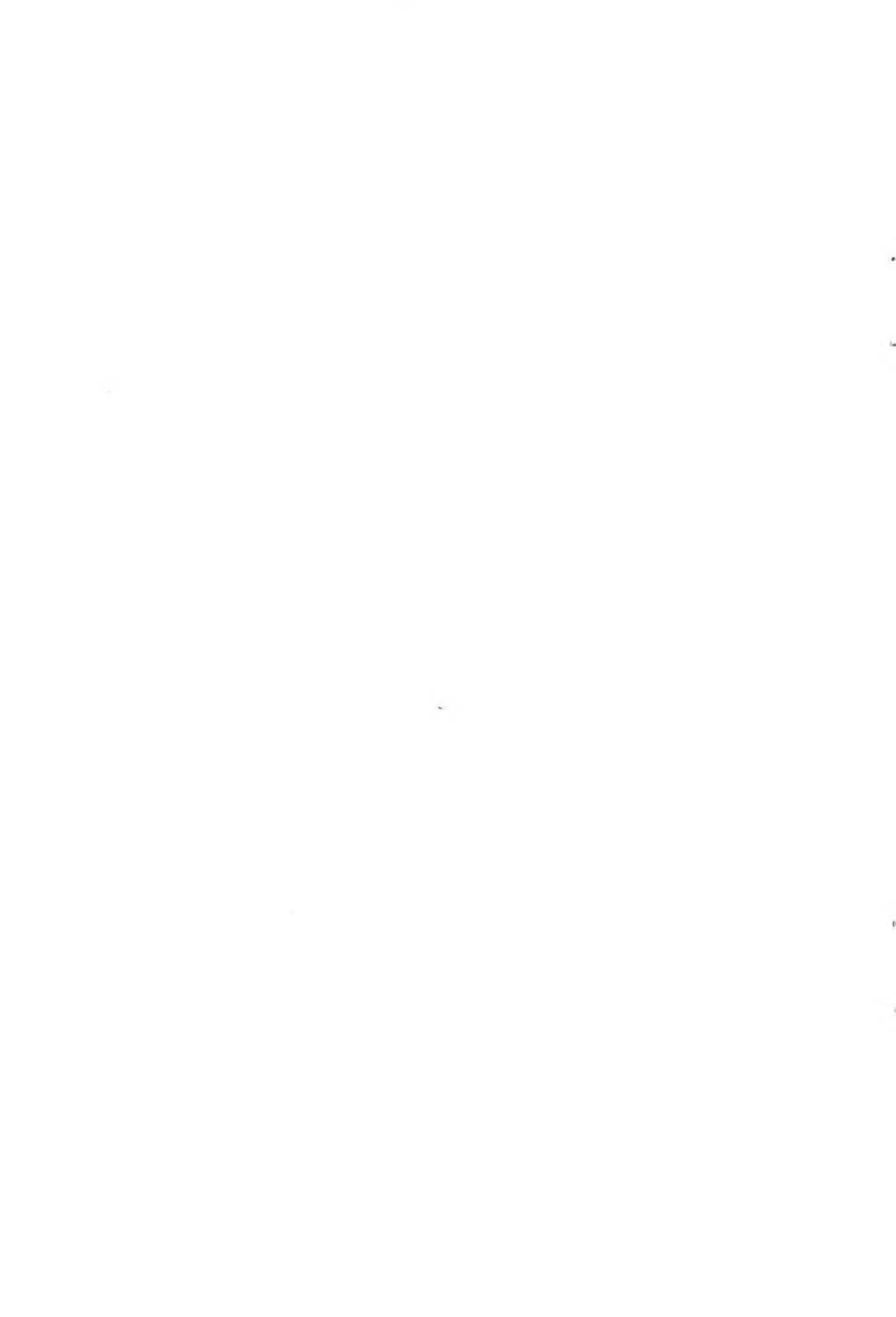
A War of Heroes

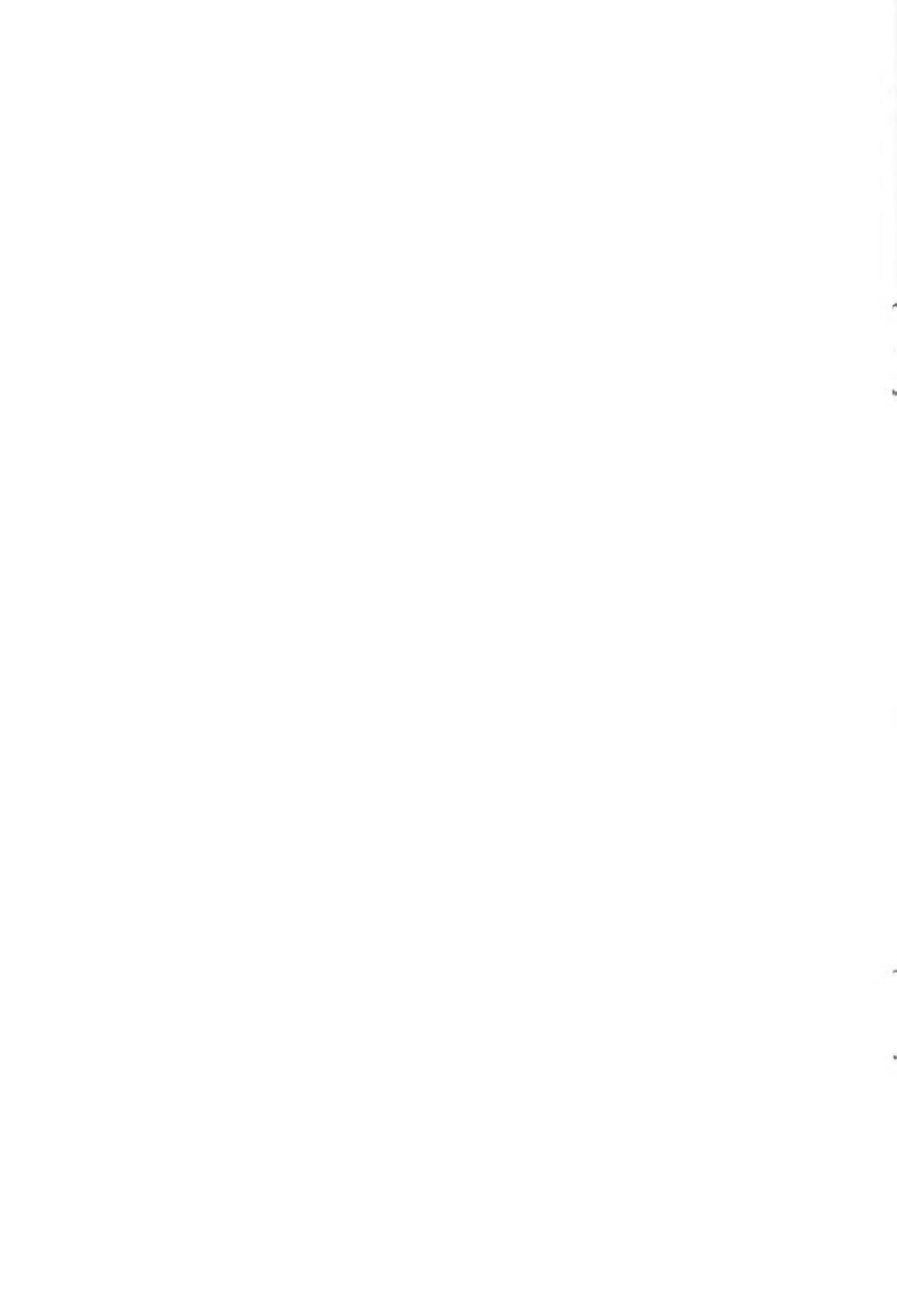


ody war began
war of heroes

User Manual







PART 1: Game Guide

Chapter One: Installation	5
1.1 System Requirements	5
1.2 Before you play Kingdom Under Fire	5
1.3 Installation	5
1.4 F.A.Q.	6
1.5 Technical Support	8
Chapter Two: Kingdom Under Fire in Single Player Mode	9
2.0 Basic Controls	11
2.0.1 Move Cursor	11
2.0.2 Command Cursor	11
2.0.3 Spell Target Cursor and Attack Cursor	11
2.0.4 Game Menu	12
2.1 Kingdom Under Fire: RTS	13
2.1.1 Tutorial	13
2.1.1.0 Reading the Information Screen	13
2.1.1.1 Constructing a Base	13
2.1.1.2 Training Peasants (or gnome slaves)	14
2.1.1.3 Harvesting Resources	14
2.1.1.4 Supporting the Population	15
2.1.1.5 Constructing Buildings	16
2.1.1.6 Producing Units	16
2.1.1.7 Researching & Upgrading	17
2.1.1.8 Exploration & Fog	18
2.1.1.9 Viewing the Mini Map	18
2.1.2 General Command Icon	19
2.1.2.1 Move	19
2.1.2.2 Attack	19
2.1.2.3 Stop	20
2.1.2.4 Hold Position	20
2.1.2.5 Repair	20
2.1.2.6 Dismantle	20
2.1.2.7 Patrol	20
2.1.2.8 Appoint Leader	21
2.1.2.9 Set Rally Point	21
2.1.2.10 Guard	20
2.1.2.11 Using keypad	21

2.2 Kingdom Under Fire: RPG	22
2.2.1 Basic Controls	22
2.2.1.1 Interface	22
2.2.1.2 View Status	23
2.2.1.3 Restore HP/MP	25
2.2.1.4 Equipping with Weapons/Armor	25
2.2.1.5 Use Item	25
2.2.1.6 Enter a New Zone	25
2.2.2 List of Weapons, Armor and Items	25
2.2.2.1 Weapons	25
2.2.2.2 Armor	26
2.2.2.3 Other Equipment	27
2.2.2.4 Item	27
Chapter Three: Kingdom Under Fire in Multi-Player Mode ..	28
3.1 Using WarGate™	28
3.1.1 To Log In	28
3.1.2 Lobby Screen	30
3.1.3 Communicating with Other Players	30
3.1.4 Creating a Game	31
3.1.5 Joining the Session	33
3.1.6 Quit	33
3.2 Using LAN (Local Area Network)	33
Chapter Four : Credits	35

PART 2: World Guide

Chapter One: History of Bersiah	40
1.1 Age of Myth	40
1.2 World Map	41
1.3 Bersiah	41
1.4 Heroes	45
Chapter Two: View of Bersiah	49
2.1 Human Alliance	49
2.1.1 Structures	49
2.1.2 Units	56
2.1.2.1 Ground Units	56
2.1.2.2 Air Units	60
2.2 Devils	61
2.2.1 Structures	61
2.2.2 Units	68
2.2.2.1 Ground Units	68
2.2.2.2 Air Units	71
2.3 Resources	72
2.4 Monsters	73
Notes	77

PART 1: Game Guide

"There is a particular way to approach each piece of work . No matter how prepared we are, we will achieve nothing if we do not know what that way is".

- Murakami Haruki, *West of the Sun South of the Western Border*

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Chapter One: Installation

1.1 SYSTEM REQUIREMENTS

OS: 100% Microsoft Windows 95/98/2000, DirectX 7.0 or higher compatible computer required.

CPU: Intel Pentium MMX 266MHz or faster required (Pentium II MMX 400MHz or higher recommended).

RAM: 64MB or higher required.

HDD: 900MB uncompressed space required.

CD-ROM: 8x or faster required.

Graphics Card: DirectX compatible 2MB graphics card required.

Sound Card: SoundBlaster compatible sound card required.

Input Device: Keyboard and mouse required.

Network for Multi-play: 56000bps modem or faster Internet connection recommended.

1.2 BEFORE YOU PLAY KINGDOM UNDER FIRE

- Make sure you close all other applications and windows.
- Use the taskbar to adjust the volume for the best audio experience.

1.3 INSTALLATION

• Installation of Kingdom Under Fire

Begin by inserting the Kingdom Under Fire CD into your CD-ROM drive. If the AutoPlay feature is turned on, Kingdom Under Fire's set-up screen will pop up automatically. If

the feature is turned off, or the set-up screen does not pop up, open My Computer and double click on the CD-ROM. Then, double click "Install" to run the set-up manually. Select "Install Kingdom Under Fire" to start the installation process. Follow the instructions displayed on the screen. If the installation is completed successfully, the Kingdom Under Fire (KUF) shortcut will be added to the Start Menu and desktop.

• Installation of DirectX 7.0a

Once all the files have been copied, the KUF set-up program will identify the DirectX version on your computer. It will notify you if you need to update DirectX. You require the latest version of DirectX higher than 7.0a to play KUF.

1.4 F.A.Q

1.Q: I keep receiving an "Illegal Operation" error message.

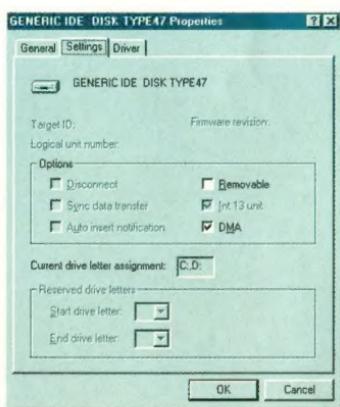
A: DirectX may be causing the problem. Install the most recent DirectX version. Refer Microsoft (<http://www.microsoft.com/directx>) for details.

2.Q: The speed at which the game runs is too slow. How can I improve it?

A: A number of factors affect the game speed. If the speed slows down in multi-player mode, confirm which speed option you chose when you created the game - the options are Normal, Fast and Fastest. Check the network connection speed too. If the speed slows down in single player mode and multi-player mode, install UDMA66 supported by HDD. When you create a game session, set the game speed to Fast or Fastest.

3.Q: I have a Voodoo3 graphics card, but the game does not run.

A: You need to install the recent exclusive driver of Voodoo3. Ask the card manufacturer, 3dfx(<http://www.3dfx.com>), for details.

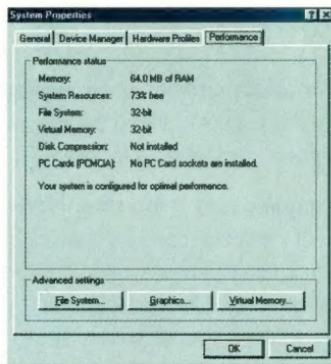


4.Q: I want to play the game using FX cable. What should I do?

A: Take a look at the "Direct Cable Link" section of the Windows Help file. If you cannot understand it visit the official KUF homepage.

5.Q: My computer crashes when I install KUF.

A: This occurs if the Virtual memory has been set to 600MB. Select "Virtual Memory" Configuration in the control panel and increase it to above 600MB or follow the Windows configuration.



1.5 TECHNICAL SUPPORT

If you experience a problem while playing the game, please read the FAQ first. If you still have questions or require technical support after reading the FAQ, contact us with the following information:

- CPU speed and manufacturer, computer model
- Amount of RAM installed
- Version of Windows or DirectX
- Manufacturer and model name of your graphics card, sound card and modem
- What kind of internet connection you are using (DHCP/NAT)
- Where you are using the PC (work/school/home)
- Result after running ipconfig in START->RUN

Phantagram Ltd. provides frequently updated news on its official homepage. Visit the homepage for the latest news on KUF.

Official Homepage:

<http://www.phantagram.com>

<http://www.kingdomunderfire.com>

HINTS ON HOW TO PLAY THE GAME WILL NOT BE PROVIDED BY THOSE LISTED BELOW.

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Chapter Two: Kingdom Under Fire in Single Player Mode



Select "Kingdom Under Fire: Single Player" to enjoy KUF alone. In Single Play mode, you can create your own account along with ID and Password and save your game under your ID. If you attempt to play the game without the registration, it will ask you whether or not you have registered in advance. If you skip the registration, you will be given with the default ID as "Unknown".

To register, amend, and manage your account, enter "Option" -> "Registry" to perform them. If you are not assigned an ID by the registry, you may use the ID of the most recent player. If you delete the ID from the registry, the game saved under the ID will also be deleted. (You can save the game when you move from a mission to a next mission in RTS mode or from one map to another in RPG mode. As it is relatively difficult, you will not have the option to save in the middle of the game. You can save the game up to 50.) Once you have completed the ID registration procedure, you can select whether to play a new game or to load a game you have saved previously



Single Player Mode consists of Campaign mode and Custom mode. Campaign mode follows a number of missions that are linked together based on the game's story. Each 13 mission-objectives are prepared in Kingdom Under Fire for Human Alliance and Dark Legion. If you wish to play Campaign mode, click on the picture of either Human Alliance or Dark Legion. In Custom mode you play against the computer(s) on the map, which can be default maps or maps you have created yourself. A map created by yourself and a number of computer players you have appointed may increase your enjoyment of the game. (Campaign Editor will be available soon so that you can create your very own map and game situation.)



2.0 BASIC CONTROLS

Campaign mode consists of two games types - Real Time Strategy (RTS) and Role Playing Game (RPG). Even though they are very different, the two types combine well in KUF. This section of the guide explains the basic controls for both types of games.

2.0.1 Move Cursor



Normal Cursor

The normal cursor shows how you interact with your environment. If you move the cursor to an object or person and wait for just a moment, it changes into the command cursor. If you right click on this, the default action is displayed. However, you do not need to wait for the command cursor to appear before you click.



Scrolling Cursor

The scrolling cursor appears when the cursor reaches the edge of screen. You do not need to click on there. The main screen starts scrolling to one of the 8 directions; e.g. the right cursor scrolls right while the up cursor scrolls upward.

2.0.2 Command Cursor



The cursor becomes the command cursor if you point to an object or unit. It changes to green if it is your unit or item. It changes to yellow if it is a friendly unit, and to red if the unit is hostile. Left click on the unit to select it. The information on this unit is shown in the message box in the interface bar.



Right click on a red unit to make the units you have selected attack the red unit.



Right click on a yellow unit to initiate dialogue.

Right click on a yellow item to allow your character to pick it up. The yellow item goes directly into the selected character's inventory unless this inventory is full. If this is the case, the item drops to the floor again.

Right clicking on a green unit produces no special effect.

2.0.3 Spell Target Cursor and Attack Cursor



Spell Target Cursor

The cursor becomes the spell target cursor if your hero uses a skill, magic or an item that requires a target. Right click on the target or place and the spell or skill becomes effective.



The attack cursor appears if you press the "a" hotkey. The cursor is shown in green if you move the attack cursor over friendly units. The cursor is shown in yellow over neutral NPCs, and shown in red over hostile units. Right click on any units that you wish to attack and left click to attack the nearest units from you.

2.0.4 Game Menu

Press F10 to access the Menu in the middle of the game. Click on the short cut buttons provided on the right-hand side of the Menu frame to adjust Speed, Sound, Load and Ally at anytime.



Game Control: Adjusts speed of game, network, scrolling mouse and sets options of mini-map.

Multimedia: Adjusts music and video settings.

Load: Loads saved game (Available only in Campaign mode).

Help: Displays help.

Mission Objective: Displays the mission objective you need to complete during the mission.

Pause Game/Resume Game: Pauses the game and resumes a paused game.

End Game: Ends the current game and restarts the current mission.

Return to Game: Returns to the game from this menu.

Alliance: Adjusts alliance settings. (Available only in Multi-Play).

2.1 KINGDOM UNDER FIRE: RTS

2.1.1. Tutorial

On this Page, you will learn about the basic controls.

2.1.1.0 Reading the Information Screen



- Harvested Resources: Displays Gold, Iron, Mana and Food (Consuming/Total) in this order.
- Information Window: Displays information on the unit or building selected.
- General Command Icon: General command icons include Attack and Stop.
- Advanced Command Icon: Specialized commands for the unit or building selected.
- Mini Map: This small map displays most information.

2.1.1.1 Constructing a Base

In order to build up a strong army, you must construct a base. This base represents the center of all production, construction, offense and defense activity. Just as the optimum position for a village is facing a river and leaning against a mountain, the best position for a base is close to all the resources. Although a defensive position is ideal, you will not have any choice at the beginning of the game. Click on any peasant. Normal commands and special commands for

that unit will appear on the right-hand side. If you click "Keep" or "Fortress", you will see a shadow of the Keep or Fortress on the cursor. Move the cursor to where you want to build it. You will see that some of the shadow turns blue and the rest turns red. The blue portion indicates that you can build on that area. The red portion indicates that you cannot. Therefore, you can build only on the area where the shadow is completely blue. (However, if the peasant you selected is standing on the desired piece of ground and the shadow turns red you can still build there.) Click on the blue shadow and construction will begin right away.



2.1.1.2 Training Peasants (or gnome slaves)

Peasants are the only units able to collect resources and construct buildings. Therefore, in order to harvest enough resources, you have to train as many peasants as possible as soon as the game begins. You can train peasants at the Keep (for Human Alliance) or Fortress (for Dark Legion). Click the "Peasant" icon in advanced commands. After a short while, a peasant will leave the "Keep" or "Fortress". It is a good idea to keep training peasants so that you maximize the amount of resources available.

2.1.1.3 Harvesting Resources

Every time a peasant is trained you should command him to collect resources by clicking on the peasant and then right clicking on the resource that you want him to collect for you. A circle then appears on the resource. The peasant moves to the resource and begins harvesting. As gold is the most frequently used resource, it is quite common to gather it in advance.



2.1.1.4 Supporting the Population

Every village needs food to support its villagers. You also need to build Farms or Shelters to support the units in the Kingdom Under Fire. Just as you do to build a Keep or Fortress, click on a peasant and order the peasant to build a Farm or Shelter by selecting Farm or Shelter and giving him a clear area to build on. Whenever you produce units, the amount of food required increases. Since the number of units produced and units being produced cannot exceed the amount of food available, you need to pay attention and keep building Farms or Shelters as required. If farms or shelters are destroyed after units have been produced, you will be unable to produce any more units until you have constructed new farms or shelters.



2.1.1.5 Constructing Buildings

If you have enough resources you can now construct other buildings. You may want to first build Barracks and a War Camp to ensure a minimum level of defense or to defend against an early rush attack. As all the buildings are extremely durable (Hit Points), they can be used as defensive walls. In order to maximize your basic level of defense you need to position buildings strategically.



2.1.1.6 Producing Units

Once you have finished constructing your buildings, these buildings will show the unit icons they can produce in the special command window. Move the mouse cursor to the icon to view the resources required to produce a unit. Click on the icon if you wish to produce units. If you click on it several times, the units will be placed in the production queue and produced one after another. You can have up to 5 units in the queue.



2.1.1.7 Research and Upgrades

As you play the game, you will see some dark and inactive icons in the special command window. In order to activate these icons, you need to construct certain buildings and research certain skills or magic. Move the mouse over the icons to view the names of the buildings required for that specific skill. Some of the icons allow your units to use advanced skills while others increase the abilities of certain units.



2.1.1.8 Exploration & Fog

Like many other real-time strategy games, the units and buildings in the Kingdom Under Fire also have their own range of vision. In other words, unit 'A' may have a different range of vision from unit 'B'. Any area you have yet to explore is surrounded by very dense fog. Any area you have already explored is covered with light fog. Therefore, when you begin the game all areas other than your base are covered with dense fog - you will not be able to see anything in those areas. It is very important to find your opponent's location and resources. Make sure you do not forget to search and patrol.



2.1.1.9 Viewing the Mini Map



It is very difficult to look at every part of the map because it is usually very large. The Mini Map in the top right-hand corner allows you to view the location of all the discovered units, buildings and resources by color. Yellow indicates resources, green indicates your own unit, and each ally or opponent has their own unique color. In addition, any unexplored area is marked in black. Any area within the units' range of vision reveals everything while any area out of their range of vision is shown in grey.



Game Menu: Calls game menu



Speed: Calls speed control menu



Alliance: Calls alliance setting menu



Minimap option: Sets options on mini map. Following options are available in this menu



Marks/Unmarks unit



Marks/Unmarks landform



Marks/Unmarks building



Distinguishes enemy with different color

2.1.2 General Command Icon

2.1.2.1 Move

You can move a selected unit from one place to another. Select a unit and right click on the new area. The unit then moves to the new area. Instead of clicking on the main screen, you may click on the desired point on the mini map. Although the area has not yet been explored, you can order the unit to move there as long as it is a valid area.

2.1.2.2 Attack



The Attack command orders a selected unit or units to attack an opponent. Choose your unit, click the Attack icon and then click on the opponent. Your unit then begins to attack him. Instead of clicking the Attack icon, you can simply right click on the opponent when you wish to attack.

You can also place units in Battle Formations and order them to move and attack within these formations. To set up a battle formation, press one of the formations hotkeys: Q, W, E, R, T, Y. After you have selected your battle formation, click the target location using the left mouse button. The units will now form the battle formation as they move to their destination. In addition, the units within the formation will be arranged according to their abilities, range, strength and hit points (HPs). For example, units of the same type will have different positions depending on their HPs - units with fewer HPs will be located at the back. Close Formation Twin Straight Line Formation (Icon will be supported soon)



Straight Line Formation: Q



Close Formation: W



Divergence Formation: E



Triangle Formation: R



Variation V Formation: T



Dual Line Formation: Y

2.1.2.3 Stop



This command stops a unit's move, attack and construction work all at the same time. However, the unit will run away if attacked.

2.1.2.4 Hold Position



This command holds a unit's move, attack and construction work all at the same time. The only difference between this and 'Stop' is that even if the unit is attacked he will NOT run away.

2.1.2.5 Repair



Only worker units obey this command to repair broken buildings or machines.



Click on the worker unit, select the Repair icon and then click on the broken unit. The more workers there are repairing the unit, the faster the repairs will be completed.

2.1.2.6 Dismantle



Only worker units can obey this command to dismantle the building selected. They receive a refund of 20% of the construction costs. Select any worker unit, click the Destruction icon and then the building.



2.1.2.7 Patrol



Order your unit to patrol between its current position and another given position. Click on the unit and right click on the target area. The unit then patrols between the

two points. You can use the mini map instead of the main screen. Unexplored areas can also be patrolled.

2.1.2.8 Appoint Leader



You can appoint a unit within a group as leader. Select a group, click on the Leader icon and then on the unit. Once a unit has been appointed leader, a green circle appears around him. If you select the leader unit, the whole group is also selected.

You can now use the Battle Formation too. Click on the leader unit and the general command icons will change to the Battle Formation icons. Click the unit formation you require and select the group's destination. The group now moves to the new position in the Battle Formation selected.

2.1.2.9 Set Rally Point



You can only apply this command to buildings. It is used to determine the rally point of newly trained units. Click the Rally Point icon and then the desired point. This is where newly trained units will gather from now on.

2.1.2.10 Guard



This unit allows you to guard a particular building or unit. Click the icon and left click to select a target. The unit then guards the target, attacks the enemy or heals or repairs it.

2.1.2.11 Using Keypad

There is a group of 6 keys located above the cursor keys: Insert, Delete, Home, End, Page Up, Page Down. These keys correspond to general command icons on selected units or buildings. Without clicking the icons or having to memorize all the hotkeys, you can simply control units or buildings by pressing a key in an identical position to the icon on screen. For instance, after selecting a warrior, you can order him to attack by pressing the Insert key instead of clicking the attack command icon on screen. Moreover, the keys 1-9 on the keypad also correspond to special command icons on selected units or buildings. If you want a peasant to build a farm, press 8 on the keypad, which has the same function as the Build Farm icon.

2.2 KINGDOM UNDER FIRE: RPG

2.2.1 Basic Controls

2.2.1.1 Interface

The main screen is divided into an upper and lower section. The upper section shows the game screen while the lower section displays the interface bar.



Quick Use Item

You can have up to six Quick Use Item boxes. The quick use items are placed in exactly the same order as is used in your inventory. Right click on the box to use the item automatically. Unusable items will be blacked out.

Quick Use Skill/Magic

You can activate the skill/magic your character knows by right clicking on the quick use skill icon. If, for some reason, you do not have the mana to cast the spell or activate the skill, the button will be blacked out to indicate that there is not enough mana.

Hero

You can have up to three heroes at any one time in an RPG mission. The red energy bar indicates your HP percentage while the purple energy bar displays your current mana percentage. A portrait is shown in the portrait box.

STAT button

Click on the STAT button to view the status page.

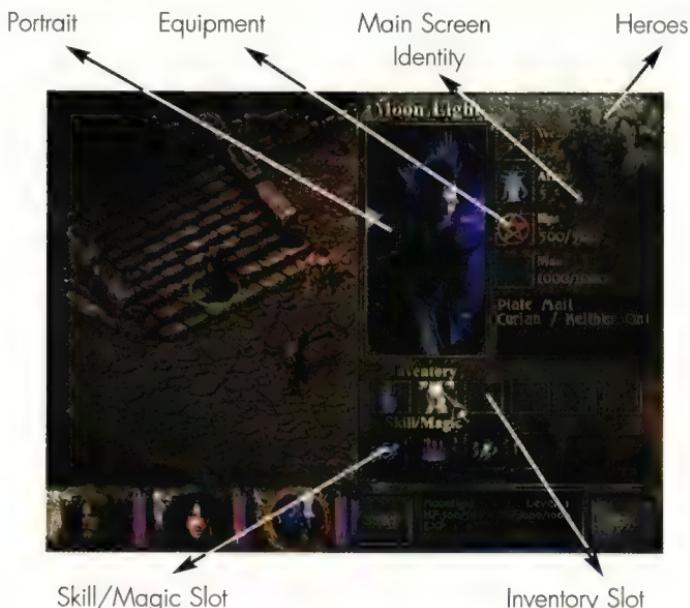
Message Box

Displays information on the unit/item selected.

Menu button

Use this to view the main game menu.

2.2.1.2 View Status



Status Page

Click on the STAT button to view the status page of the unit selected. Close the status page by clicking the STAT button on the Interface Bar again or by pressing the Esc button on your keyboard.

Hero Portrait

Shows the portrait of the hero.

Personal Details:

Name

Shows the hero's name.

Level

Shows the hero's current level of experience. The higher the level of your character's experience, the mightier he will become. The character advances to a higher level once he gains enough experience in the course of the missions. The highest level a character can achieve in Kingdom Under Fire is 20.

Character Class

Shows the profession of your character. Different professions have different strengths and weaknesses.

Experience

Shows the current experience you have and the experience you need to reach the next level. You gain experience by killing monsters, solving quests and completing missions.

Primary Stat:

Weapon

Shows the character's current power of attack with a particular weapon. The higher the number, the more damage he can inflict upon his opponents.

Armor

Shows the power of the character's defense. Armor absorbs a certain amount of damage before this starts to harm your character's body.

HPs

Shows the character's current Hit Points and the maximum Hit Points he may have. If the HPs drop to zero, the character dies. And if he is your main character, the game is over.

Mana

Shows the character's current mana and the maximum mana he may have. Most skills/magic use up some of the character's mana. If the character does not have enough mana, he may no longer activate his skills/magic. Lost mana is regenerated slowly over time.

Equipment Slot

These 4 slots show your current equipment. The first slot stores weapons, the second stores armor, and the third and fourth store other equipment.

Inventory Slot

Your character can have a maximum of six other items in the inventory. They are placed in exactly the same order as the Quick Use Items in the main screen. Items cannot be used in the status page; use the quick use item icon instead.

2.2.1.3 Restore HP/MP



Spent MP is regenerated slowly. However, lost HPs are not regenerated until the character is cured. Healing potions and mana potions restore a certain amount of HPs and MP, but you have to find them first! You may also find mana crystals and health crystals in the game which will replenish your lost HPs and mana.

2.2.1.4 Equipping with Weapons/Armor

You can click and drag items from the inventory slot to the equipment slot. However, you can only equip yourself with 1 weapon, 1 piece of armor and 2 other items at any one time. You may also remove your equipment and return it to the inventory.

Dropping Item

Click and drag an item out of the status page to drop it on the floor.

Picking up an Item

To pick up an item just place your cursor above the item on the floor and right click.

2.2.1.5 Use Item

Items can only be used in the main screen via the Quick Use Item icon.

2.2.1.6 Enter a New Zone

ENTER ICON



The Enter icon indicates a map's exit. Simply move to the exit to reach another map or zone.

2.2.2 List of Weapons, Armor and Items

2.2.2.1 Weapons

A weapon can increase a character's power of attack. In Kingdom Under Fire, each hero has a favorite weapon and will only wield that type of weapon during the game. You must have the weapon in the equipment slot before the character can benefit from it.

CURIAN'S SWORD



This sword is an heirloom from Curian's parents, who remain unknown. It was left on the floor next to Curian when he was abandoned as a baby outside the Temple of Amos. It appears to be a seasoned, old sword, but its blade never dulls. Curian always carries this sword with him in the hope that he will encounter someone who knows its origin.

SOUL EATER



The Soul Eater is the dark sword wielded by the Dark Emperor, Rick Blood. The sword absorbs the soul of the slain victim and adds it to the wielder's mana reserve.

LONG GLAIVE



This long glaive is Keither's favorite weapon. The long reach of the weapon allows Keither to strike down opponents at a distance.

LUNAR STAFF



The Lunar Staff is able to absorb moonlight energy and convert it into mana for the user.

2.2.2.2 Armor

Armor increases your ability to defend yourself. It absorbs a certain amount of damage before the blow strikes your body.

PLATE ARMOR



Plate armor covers most parts of the body and offers good protection against all forms of attack.

LEATHER STRAPPING



This leather armor does not offer very much protection at all. The strapping is used to enhance movement rather than to offer protection.

DEVIL ARMOR



Devil armor absorbs the life force of the wearer and converts it into a protective aura surrounding the wearer. Any living creature in possession of this armor will soon become a corpse, having been sucked dry by the armor itself.

ROBE OF PROTECTION



The Robe of Protection is an enchanted robe capable of deflecting blows. It is the favorite armor of magic users.

TATTERED ROBE OF THE DAMNED



The Robe of the Damned can transfer negative energy from the surrounding area and convert it into mana for the wearer. However, the robe also makes the wearer so smelly that no one wishes to come near him. And the wearer slowly turns into a monster. The robe has a powerful curse on it that means the wearer is very unlikely to remove it.

INVISIBILITY CLOAK



The cloak makes the wearer invisible. However, it has to constantly drain mana from the wearer to maintain the effect.

2.2.2.3 Other Equipment

MEDAL OF HONOUR



The Medal of Honour is given to those who have done great deeds for the country.

ARCHERY BRACERS



This pair of enchanted bracers can enhance the wearer's bow attacks.

2.2.2.4 Item

HEALING POTION



This potion restores a certain amount of life force to the drinker.

ENERGY POTION



This potion restores a certain amount of mana to the drinker.

INVISIBILITY POTION



This potion makes the drinker invisible for a short period.

CELL KEY



This key unlocks the jail.

Chapter Three: Kingdom Under Fire in Multi-Player Mode

Up to eight players can enjoy Kingdom Under Fire in multi-player mode, of which there are two types. The first, internet multi-player mode, is supported by Phantagram's exclusive game server "WarGate™". The second is LAN play mode. The internet multi-player mode requires at least a 56K connection if the game is to be played at a fast speed. However, it enables players to play against others around the world.

3.1 USING WARGATE™



Phantagram™ provides WarGate™, an exclusive Kingdom Under Fire multi-player game server, for the players' convenience. (To connect to WarGate™ you need to be able to connect to the Internet using a LAN or Real PPP faster than 56Kbps.) It allows players to play against their opponents even if they are on opposite sides of the globe.

3.1.1 To Log In

When you select Multi-Player from the default frame the following window appears. Press 'WarGate™' to log in to WarGate™.



The WarGate™ Log In Screen appears after the "Trying to Connect WarGate™" message. Depending on the speed of your connection, it may take a few seconds to log in. If the

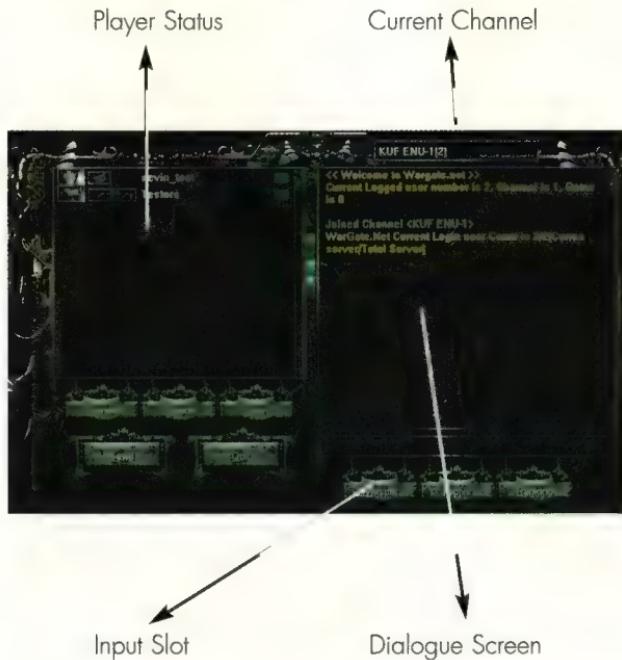
client program has changed in some way, it will upgrade the program automatically and re-start the game.



If the client program (Kingdom Under Fire on your computer) requires a patch, the patch will be downloaded and installed automatically.

After applying the patch (where required), enter your name and password and click "Log In" to move to the Lobby screen.

3.1.2 Lobby Screen



- Player Status

Displays the record, name and connected status of players within the same channel.

- Current Channel

Displays the channel number and the number of players logged in within this channel.

- Dialogue Screen

Displays dialogue among players in the current channel. Also displays information on the total number of players logged in and the number of channels.

3.1.3 Communicating with Other Players

- Input Slot

In order to speak to other players in the channel click on the Input Slot, type whatever you want to say and press Enter or click "Send". This allows all the players in the current channel to read what you have just typed.

You can find game opponents or get advice or information from other players by talking to the other players.

Press /h or /help for more detailed commands.

- Send

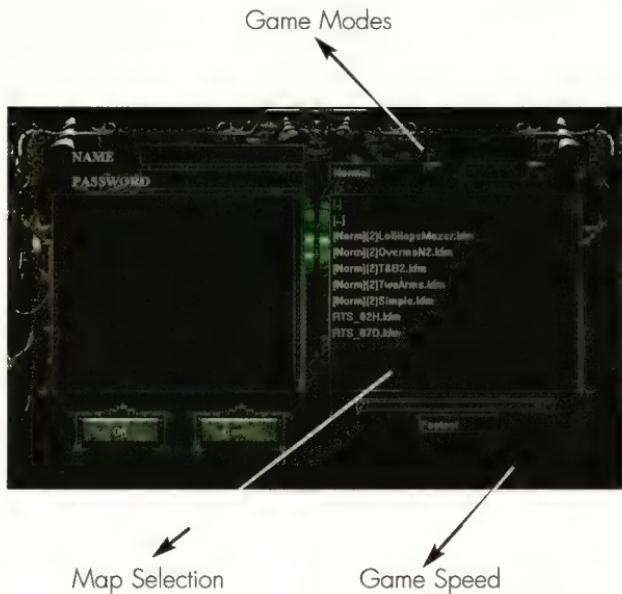
You can send the message in the Input Slot to players in the channel or run the commands in the Input Slot.

- Whisper

Whisper is used when you want to talk to a particular person rather than to all the players in the channel. Select one person in the Player Status and click "Whisper". You will only talk to that one person until you click "Whisper" again.

3.1.4 Creating a Game

You can create a Session and allow other players to join your game by using "Create".



- Name

Enter the name of the new game session. You can enter any name that is not already used for other sessions.

- Password

Enter your chosen password if you would like the session to be private. Only those players who know the password will be able to join in. They will have to enter the password manually. Leave this blank if you would like it to be a public session.

- Game Speed

You can select how fast the game will run from one of five options (Slowest - Slow -

Normal - Fast - Fastest). If you have a slow connection it is highly recommended that you select "Fastest".

- Game Mode

There is a Normal mode and a Ladder mode. In Normal mode you can select any kind of map you want, but in Ladder mode you can select only certain maps.

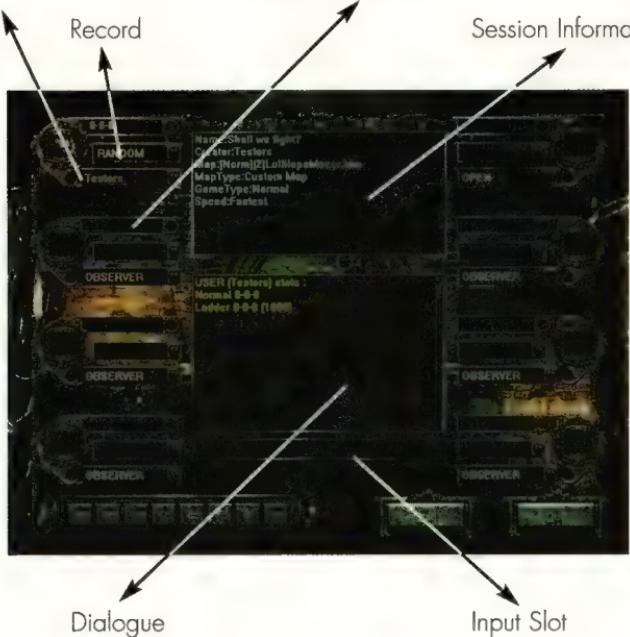
- Map Selection

Select the map you wish to use for this game session. Then click "OK" to open the game session. If you do not like the current settings click "Cancel".

Race

Player's Name

Session Information



- Record

Shows Win - Lose - Draw in order.

- Session Information

Shows session name, game host, selected map, game mode and game speed.

- Race

If you want to change the race before the session begins click on this and select the desired race. Observers cannot play but they can watch others playing in the session.

- Input Slot

Type in anything you wish to say and press "Enter".

- Dialogue Screen

Shows players' records and dialogues.

You can either wait until more people join in or just start the session by clicking "Start".

3.1.5 Joining the Session

To view the list of game sessions that have not yet started, press "Join".

List of game session



Session Information

When you click on the session name you will be able to view the map name, game mode and the game host.

If you wish to join the selected session, click "OK". Unless the session is private, you will join it instantly. If it is private, you will be prompted to enter the password.

3.1.6 Quit

Press "Quit" to quit WarGate™.

3.2 USING LAN (LOCAL AREA NETWORK)

KUF allows you to play in multi-player mode in a LAN environment. However, KUF uses TCP/IP protocol rather than IPX/SPX protocol. It is good idea to let the player with the most powerful machine create the game.

Unlike WarGate's multi-player mode, LAN mode does not require a log-in procedure. Therefore, the Profile and Ladder system is not provided. However, the other features, such as chatting with other players in your channel, are almost the same as in WarGate™.

Chapter Four: Credits

Executive Producer

SangYoun Lee

Producing Director

KyuHwan Lee

Producer

KyuHwan Lee, GilHo Lee, Sidney Lai

Lead Designers

KyuHwan Lee, Sidney Lai

Designers

YangSam Oh, KiWoong Kim, JinMoo Kim, SeungKwang Hong, DongHyun No, HongWon Yoon, JongIl Lee

Level Design

SeungKwang Hong, DongHyun No, YangSam Oh,

Story

SooHan Cho, Sidney Lai, JongIl Lee, YangSam Oh

Dialog and Script

Sidney Lai, Dee Lee, Pete Taylor

Lead Programmer

TaeYeon Yoo

Programmers

ChangLae Kim, JiYoung Choi, HwaSung Seo, YongBong Choi, Seung Hur, YongSuk Chang, YongHa Kim, YoungHyun Joo, Kyum Moon, YoungIl Ko, KiHyun Kang, TaeHoon Oh, Hong Park, JiHo Kim, JonnHee Jeon

Art Directors

JungSik Park, JiHwan Lee

Concept Artists

JungSik Park, HeeBum Yoon, JiHwan Lee, Hoon Shin

Artists

JongHwan Lee, MiHyun Park, YoonKu Lee, JinMin Kim, JiHye Yang, DongJoon Min, Yoon Lee

Sound Design

HongWon Yoon

AUDIO PRODUCTION

Produced by

Charles BR Mitchell

Co-produced by

Ken Givens

Engineering and Editing by

Ken Givens

Casting by

Pete Taylor

Directed by

Page Martin, Pete Taylor

Script Consulting, Re-Writing, and Editing by

Pete Taylor

Voice Talent

Earl Boen, Stephen Bolinger, Edita Brychta, Alfonso Freeman, Jennifer Hale, Nick Jameson, Diana M. Skolnik, Al Valletta

Sound Design by

Christopher Potter Sound Editorial

Original Music Composed and Produced by

Charles BR Mitchell

Mandolins

Tom Bethke

Music Engineering by

Charles BR Mitchell, Ken Givens

In Athens Greece

Greek Vocals Co-Produced by

Elias Achladiotis

Co-Engineered by

Elias Achladiotis, Dimitris Mourlas

Special thanks to

Mike Achladiotis and Christos Zorbas for the warm Greek support.

Greek _pirus?style vocalists

Olga Gleka , Maria Goufa , Veronica Iliopoulou, Bagelis Kotsou, Alexandros Kyritsis, John Lyberis, Helen Tserpeli, Alexaudros Tsimekas , Anastasio Vraila

Greek Studio Vocalists

Alex Panayi, John Finas, Emi Raftopoulou, Christna Argyri

Testers

ELF, BlueSky, @Azrael@, A.U.F:]AUGTUST, DarkMoon, DeadDance, Doom2k, WHEN, OvermaN, RailmaN, Crossfate, bab7, bluewing73, nakrang, elf_region, [C.L.S]sun, sunghyun, bombay2, Browneye, e2dios, zilpung, kuf_bada, moojeong, battle, clatter, spfoever, yhsjung, Tae, Goddess, doom2k, ggamggun, gagoyle, hooke, JK[inrus, jedai77, dlghgama, styhs2, yonghs, yangky, Regulus, crow_78, 2004, isle, powerson, backers, aballoon, igmhero, c_z_r, inmoo206 samuraijin, heheman, pnolc, Sangil666, rupas, puhaha, Oril328, dragon009, Omazzry, mudeppo, miracle00, [C.L.S]makgapa, Rady, [D,D]Typhoon, nEkia, justevil, [C.L.S]TAENI, ykr2000, Horn13[cross], shift, shuren, silver, [cross]dragon, ori1328, spell[cross], zms0404, Drizzt_Killer, MC_Master, DRLZZT_KILLER, GHOST, jihun, uestevil, BADA_Team, dukekhj, s.Arthur, MC-master

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Cinematic Director

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Cinematic Artists

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Europe Marketing

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General Affairs

JoonKu Lee, SeungAee Cho, Sukyoung Kim

Wargate.net Hosting Partners

Dacom, PSI-Net(US), PSI-Net(Germany)

SPECIAL THANKS TO ...

KyuHwan Lee: Depeche Mode+Martin L Gore, Bill Roper, Rob Pardo, Scott Miller, Audrey, Enigma, Sukbae & Son, Wonsuk & Son, Sanghun, Wonsul, Chankyu, Jackey Chan, Phantagram All Staff and Money X3

Sydney Lai: Kara, dclxvi, GOD

YangSam Oh: BUMGUNSA

KiWoong Kim: Dominica, 72esther, Cookids, Befree, Sydney, Dee, Celes, Jung No.28, Jang ChaeSoo, Salposi, WhlDrgon, Sigurd, WAXANGEL, Inkyu79, PARIS BAGUETTE, Lee Tzshe, FLOWERS

MooMoolien: Pretty Cosplayer girls who are the motives of my life

Skuld: Goddess of future

DongHyun Roh: Nownuri Cartoon Story Organization, Sae Mat Hand-Roll (High Quality See weed used)

JongIl Lee: Cute eken, SoNu, Lee JonguUk

SeungKwang Hong: not available

Dee Lee: My lovely wife Won EunJung

Testers: Crystal, JYAhn, Mealb, OkSoon, paleBLUE

Younghl Ko: Queen of Heart 99 SE, Tekken TT

YongHa Kim: bong8 from nebula M78

JiYoung Choi: Young greets Special Thanx to BueGol for keep mea q#a@^ Z*g*r* members who provides me delicious meals 'K'kuchan/Cranky/Nekokan' and other BM98'ers and all other Gatekeepers to 'Wordworth's Garden.'

GilHo Lee: My God, my family and KoKo GBS - Eunhee, Kyunghwa, Eunmi, Sook, Minsuk, Jihwan

YongSuk Chang: MadOx, Belial, NOERROR, Doom, Duke Nukem, Quake and my [Tiburon Turbulence]

Seung Hur: Park Sun Young, Poraparomi, iMac, Chang21, PowerSlave, Rogee, Yang tae Gyo on, OdinPower, Advoc, Woo75, Kerran, Lee Seung Hwan, Metallica, Mom

Kyum Moon: Not available

DongJin Lee: My Dear OK & KIKI

YoungHyun Joo: Taja for creating Tyburn the Blind Wizard

Hong Park: My Mom and little Bro, LovelyDia, All my dudes who went through shit hole together in the year '97: Jung, SangWoo, JoonSoo, and all my H & M teammates stuck together though we've never had a chance to finish whatever we had started, Cream, SungWon, jaeMin, Heijung, 'Till D-day of Ultra Poong Sin

Youngmi Seo: It's been my pleasure meeting with all Beta Testers in person I especially send my LOVE to Cross Guild Members....

Changu Kim : Not available

JunHyung Kim: Versus, My Love Parents, To my sweetheart and friends who have always supported me from back home. I really do miss the Queen SunDuk.

WeolJu Song: The aids who helped us in great deal. The prettiest girl in the entire world, the princess Weoryoung!!!

JaeKyung Eo: Wonjae, KiBum, SooHyang, YoungUk, JoonHo, all who love games and especially my SunMin

HongPyo Lee: Donald Sutherland, Suhyun lee, Hyungmi Kim, Choongin Lee, Region Guild

SunYoung Hong: my love honey

ChanWoo Cho: For my wife, Miz Lee

Woohyung Lee: warGate ID JangDongGun thanks to JangDongGun

SeungAe Cho: Seungaee Fan Club, my TaeJi, my S.

JoonKu Lee: Our Glory Forever!!!

Sukyoung kim: GOD Fan Club, friend Auction, HyaeSung

Changlae Kim: Lee Tzshe, FINK.L., Soju, My God

JiHo Kim: I really thank to KuF for not giving me any spare time to date, marking 3Fs on my first year grade in college, cutting down my sleeping time dramatically, and most of all, preventing me from spending too much beer money on weekends. - Siva [concerned]!! -

TaeYeon Yoo: Hoanjoo Bro, BlackIce, Ryupang, Ester, BongWoo Bro, Woojin Bro, Sangq Han, gereKim, YoungRyong Bro, HongBum Bro, Hyunku Bro, SooMin Bro, SooHo Bro, UnHo Bro, JungSik, Taz2315, Doolly55, Alohaa, Alohaaa, Toy, and J... bro Hoojoo, BlackIce, Ryupang, Ester, bro BongWoo, bro Woojin, Sangq Han, gereKim, bro YoungRyong, bro HongBum, bro Hyunku, bro SooMin, bro SooHo, bro ErnHo, 3DSTUDIO, JungSik, Taz2315, Doolly55, Alohaa, Alohaaa, Toy, and J...

HwaSung Seo: Not available

YongBong Choi: My dear HyeWon and families who always concern about me. All of my fellows who ignore me all the time.

JiHwan Lee: Pretty Yuni, fish_man Eo JaeKyung, Crying Nut, All human-beings whom I know of

Dongloon Min: Thank to all of my K.U.F. teammates for trusting me 'till the end, my parents, and my friends; JinHwa, Jongloon, Hyelin..

JongHwan Lee: I LOVE my family for cheering me up always. I really really LOVE my WIFE.

JinMin Kim: To my lovely KyungHei... Pretty Rulls!!!

JungSik Park: Hi-Everyone? Be Happy!

Hoon Shin: To all developers who accomplished this game.

HeeBum Yoon: The Power of GoWooKi will be forever!

Seunghyun Park: Olivia

JiHye Yang: Cool ropie, Pretty shwashwa, dudley, Well trained puppy llo PPy

S.B. Choi: S.E.S.

Yongwoo Shin: Oh..DAWN~~~~Don't fall down on me~~!!

PART 2: World Guide

"God or Order and Human, Geldan, please protect this book, cut off the thief's fingers and burn his eyes!"

Chapter One: History of Bersiah

1.1 AGE OF MYTH

"We often believe that the knowledge required to become richer or of higher social standing cannot be attained from myth. However, myth can help us to become happier and better than we are now because myth is the mother of literature, and literature is an ally of good and a harbinger of happiness."

- Excerpt from Thomas Bulfinch, *The Age of Fable*

Once upon a time, there were two gods.

One was Amos, god of sky, and the other was Tobied, god of earth.

At the dawn of time when there was no dawn,

They fought each other,

During 4000 years of light and 4000 years of darkness.

This fight divided one into two,

And divided two into eight.

Until they could no longer preserve themselves,

And were finally destroyed.

Sword to the stars,

Body to the earth,

And, blood to us.

We all originate from them,

My body in body, and my blood in blood.

But their sons gathered around in fear,

And swore to themselves.

If we do what our fathers did,

We will become what our fathers became,

Thus, let us not go amongst them.

Time went by,

Until heaven and earth became one.

Hereupon, the war finally ended.

The very first world, the very first peace began, and it was known as Bersiah.

But Ramhyek, the fist of Tobied, came into the world,
Causing chaos amongst his sons.

The smile of Amos, Heleemo,
Hid part of itself in the sons,
And so allowed them to act with caution.

-Excerpt from *Relics of Wind*, Ecclecia

1.2 WORLD MAP



1.3 BERSIAH

Topography of Bersiah

Bersiah's land is high in the north and low in the south. The Revents Mountains, running from north to south, represent the border between the cultures and weather systems in the east and west.

Wind from the west brings rain to the western Revents Mountains. It then becomes hot and dry once it reaches the eastern side, which leads into the Hexter Desert. The rain forms the Essex Forest. The River Bivium flows from the Revents Mountains and then divides into an eastern branch and a western branch at the Azilla Delta. On the other side, the constant stream of snow from the mountains is melted by the dry wind and the water forms Lake Lacus. There are also a number of swamps around this lake, which are surrounded by Swamp of No Return. There are also a number of swamps around this lake. They are surrounded by a dense fog that swallows up any unsuspecting victims

who happen to stray there. As it is such an isolated environment, the creatures living in this swamp area are quite unique and brutal. Some of the water gathered in this swamp flows to the coast and forms River Klein.

While most humans live in the rich west, the Orcs and Ogres live in the barren east. Since the First Heroic War, the Elves have resided in Essex Forest, which is located between Azilla and Ecclesia. The Dwarves and Dark Elves live underground, below the Revents Mountains. The Vampires make their home in the northeastern part of the continent. The island lying off the southwest coast of the continent is known as the Isle of Mist. Some sailors claim to have seen the mountain peak on the isle when the mist was not too thick. It is rumoured that great treasures are buried on the isle, but those who ventured there have never returned.

The Heroes War I

It seems like the old proverb: "Busy one does not know the time, one who moves forward does not look back" is right. I was not able to lie down in this cozy and quite place for a long time because this haughty and pitiful sinner had committed too many sins. Maybe I became too relaxed last night, but for the first time in a very long time

I dreamed about when we were called the Xok's Knights and when the evil Lich Kilianih invaded Hironeiden. Then it was like the old days when I forced us to commit the same mistake. Only this time I was able to see the ugly and evil that pervaded my mind. Then it was as if it were real, everyone was like the good and old days. Even 'he' was. But I realized it was only a dream and "he" is not who we knew before. Maybe the burden of our sins he is carrying made him change.

At first, he roared like a beast and broke things around him, however, he then became very quite. So many people were worried about his strange behavior. Now he does not want to meet people, and does not want to come out at all. He did not even want to see me. Also, he would disappear for days or weeks at a time. I think that all of this is the great one's mandate, however, I cannot rest watching him tormenting himself for what he started. Trying to turn him back with my power may seem selfish, but this arrogant and foolish sinner cannot think of a better idea. So that I may pay for my sins and hopefully gain forgiveness, please lend me the 'Ancient Heart' in your custody.

Your friend, M.

Azilla

The Dragon Knight Keither founded the state after the First Heroic War 100 years ago. It is located between Hironeiden and Ecclesia in the Azilla Delta, hence the name. It was originally a Hironeiden colony, but it grew stronger and stronger as time went by.

After the death of the famous Xok knight, King Keither, the country was ruled temporarily by his court wizard, Moonlight. After Moonlight retired to the study in his tower, the court was dominated by a group of corrupt nobles who seized most of the power from the young king. From then on, the king was just the symbolic ruler of the country. The balance of power was tipped again recently when Prince Gernot began to show more interest in Azillan affairs. Being a strong political leader and soldier, he posed a threat to the Court and the Court's head, Lord Demetrich.

Hironeiden

Hironeiden was once the greatest state on the Bersiah continent. However, most of the country was destroyed in the First Heroic War, 100 years ago. Those rich enough to move left Hironeiden for the newly founded state of Azilla.

The country lies on the border of the Revents Mountains, right next to the Orc state of Hexter. Its position makes it a potential target of Orc invasions from the east. Orc raids are quite common along the border. Now a fairly weak country, it is no match for the Orc and Ogre clans in Hexter.

Ecclecia

Also known as the Godland, Ecclecia is ruled by the King Priest of Amos. As the spokesperson for the god, Amos, the King Priest had considerable influence among the other human nations. However, there was a recent power struggle between the King Priest and the priests' Court.

The King Priest was on good terms with the Azillan Court and had long been a strong supporter of Lord Demetrich of Azilla. However, relations between Ecclecia and Azilla became strained when Prince Gernot of Azilla began to show increasing interest in Azillan affairs.

Vellond

Also known as the Kingdom of the Night, Vellond was ruled by four vampire clans. The country is located in the northeastern corner of the Bersiah continent and is extremely cold for most of the year. Only the upper class nobles in Vellond are Vampires. Most of the other inhabitants consist of a mixture of races and are treated as slaves. They are simply food in the eyes of the Vampire Lord. The Vampires originally showed no interest in either human or Orc affairs and remained neutral for a very long time. However, the Vampire Lord Richter recently decided to join the side of the Dark Legion in the Second Heroic War.

Hexter

This was the home of the desert Orcs and Ogres. The huge explosion during the last battle of the First Heroic War destroyed most of the land. There are many clans among the Orcs and they spend most of their time fighting each other for the scarce food and space. They have a strong hatred of humankind.

The Orcs and Ogres are strong warriors. Although they were once very dissipated, this

situation changed after Rick Blood came to Hexter. After many years as a successful conqueror, Rick managed to bring together all of the Orc and Ogre clans in Hexter under his control and found the Dark Legion. The Orcs could invade Hironeiden at any time.

Essex Forest

The Elves suffered a great deal as a result of the First Heroic War, 100 years ago. Many of them died fighting the evil Lich Keeliani. After the war, the survivors retreated to this forest where they found their last homeland, the City of Las Ehlony. The elf leader, Cellin, was a heroine of the First Heroic War. After the first war, the powerful Ancient Heart of Nible was entrusted to Cellin for safe keeping. She has placed it at the Shrine of Elhonna.

A thick layer of mist always covers the enchanted elf forest. The Elves now shun all contact with other races, including their former allies in the first war. There has been no news of them for almost 100 years.

Dwarves of the Revents Mountains

Also known as the Mountain Dwarves, they have been living in the Revents Mountains since the world began. They have an innate hatred of Orcs and have always formed an alliance with the humans in times of crisis. The Dwarves are particularly good at working metal and tinkering. Dwarf craftsmanship is highly valued by everyone.

Dark Elves of the Under Mountain.

The Dark Elves were cast out by the Forest Elves. After years of living below the mountain, their coloring has become paler and darker. In all other ways, they still resemble the ordinary elves. They now live in the corrupt woods of the Under Mountain.

Hod Village

Located at the top of the Revents Mountains, Hod Village is a hidden settlement of sorceresses who survived the First Heroic War. The Coven is a secret order of magic in Bersiah, known to only a few. Due to the secrecy surrounding the sorceresses, many people refer to them as witches rather than guardians of the law.

The Isle of Mist

The Isle of Mist lies far off the southwestern shore of Bersiah. The isle is always covered with a thick layer of mist so that it is only slightly visible at noon. No sailor dares to go there because those who tried have never returned. Mages suspect that the mist is no ordinary mist, but no one can be quite sure about it.

1.4 HEROES

CURIAN, THE WARRIOR



Curian was found on the stairs of the Temple of Amos when he was still a baby, an orphan left by his parents. He was raised by the priests and spent most of his youth in the temple. However, the life of an acolyte is not at all compatible with the blood flowing through his veins. When he reached the age of sixteen, he left his hometown in search of adventure elsewhere in the world, hoping that he might be able to find his parents. He sold his services as a mercenary for many years. When he sensed that war was coming he decided to return to his homeland, Hironeiden. However, when he finally arrived all he found was ashes and blood. The whole town had been razed by the Orcs and so he swore vengeance against them. His soul will not be able to rest until the Orc race has been exterminated from the surface of Bersiah.

CURIAN'S ABILITY



Shift - This allows Curian to move backwards in a Z shape. He is not able to move if the path is blocked.



Freeze - This ability temporarily paralyzes any creature, making them unable to move or perform any action.



Energy Burst - Curian is able to release the power within his body in sharp bursts. Small bolts of energy shoot in all directions.

Moonlight, the Wizard



Moonlight is one of the most powerful wizards in the history of Bersiah. He appears to be an elderly man and it is widely known that he is more than 100 years old. He was one of the Xok knights in the First Heroic War and a personal friend of King Keither. He led the Azillan Court for a while until he tired of political issues. He then retired to his own tower to research ancient knowledge. However, he continued to keep a keen eye on Bersiah's affairs.

Moonlight's MAGIC



Chain Lightning - The chain lightning bounces to the nearest unit until there are no more targets.



Warp - This is a mass teleportation spell. Moonlight can warp all nearby units to another location of his choice.



Hail Storm - This spell summons a storm of hail and ice, which then falls from the sky and strikes an area.

KEITHER, THE DRAGON KNIGHT



Keither was one of the Xok knights who rendered meritorious services during the First Heroic War. When the war ended, he founded the kingdom of Azilla. He died of natural causes at the age of 65.

KEITHER'S ABILITIES



Dimensional Rift - Keither can invoke the dragon energy in his body and release a powerful dimensional rift that harms any units positioned nearby.



Summon Dragon - Keither can summon his dragon companion to fight for him.



Magic Bolts - Keither can release his dragon power in the form of a missile.

RICK BLOOD, THE DARK EMPEROR



This unidentifiable person used his strong powers and charisma to gather all the evil forces. He took over Hexter, and even Likuku became his follower. With the help of Amaruak and Richter, he managed to rally all the dark races to fight for his own cause. No one knows where he comes from or what goes on in his mind. However, everyone knows that he hates humans, and that's probably a good enough reason for the dark races to join his followers.

RICK'S ABILITY



Cone of Fire - The ichor flowing through Rick Blood's body allows him to breath a cone of fire.



Awe - By channeling the power of the Ancient Heart, Rick Blood is able to release a powerful awe aura that makes all units within range forget everything and wander mindlessly.

LIKUKU, THE RED OGRE CHIEF



This 10 feet tall, muscular Ogre is the leader of the Red Ogres. Originally he was chief of the strongest tribe in Hexter, but after Rick Blood conquered Hexter he became one of Blood's generals. Initially, Likuku fought against Rick Blood, but he was then overcome by Rick's inhuman strength. For an Ogre, he is exceptionally smart. However, he is still cruel and ruthless towards humans, just as other Ogres are.

LIKUKU'S SKILLS



Blazing Swing - Likuku can swing his club with such might that anything bursts into flames upon contact with it.

RICHTER ROSENHEIM



The Vampire Lord Richter Rosenheim has a secret and dark past. He was born into an ordinary human family and lived his early childhood quite happily until the night the nature he inherited from his vampire father burned in his blood. With a full moon in the sky, the thirst for blood burning in his body made him crazy. He killed every member of his family and sucked them all dry. When he finally regained consciousness only the corpses remained. Ever since that night, he has sworn that he would avenge the death of his family and end this miserable fate with his own hand. After killing his father, Baron Rosenheim, he became the head of the largest vampire clan in Vellond.

He was attracted to Rick Blood just as a moth is attracted to a fire probably because both of them have a dark past that they would rather not mention. They even share the same feeling of eternal loneliness. When he learned about Rick's campaign against the humans, Richter promised to lend him a hand.

RICHTER'S SKILLS



Vampire's Kiss - Richter can drink the blood of a victim and so restore the hit points he has lost. The victim is paralyzed as soon as he is bitten by Richter. However, Richter must keep spending mana to prevent the victim from struggling. This ability is lost if the target is dead, if Richter's hit points return to maximum or if he loses control of his target.



Summon Bat - Richter can summon a bat to fight for him.

AMARUAK



Amaruak is a Lich from the haunted woods. His existence remains a mystery to everyone; no one seems to know where he comes from or what he is exactly. However, he appealed to Rick Blood with his arcane knowledge and his ability to command the Liches. He acts as Rick Blood's advisor and the commander of the undead army.

AMARUAK'S DARK MAGIC



Corruption - Amaruak is able to corrupt the mind of a living creature and lure it into immortality - lichdom. However, the victim must also be a powerful magic user to undergo such a transformation. Once corrupted, the victim will

be granted his unlife as a Lich. Amaruak has total control over all the Liches created in this way. Less talented creatures unable to undergo the transformation are turned into mindless zombies.



Gate of Hell - The spell temporarily opens a portal to the underworld and drags all those standing nearby into the other world. After a few moments the portal opens again and these people are returned to their own world. However, this hellish experience leaves these unfortunate people in a state of great shock. Some of them may even be tainted by the dark energy while they are inside. The effects on each person vary, but none of them will be the same again.



Sphere of Necromancy - Amaruak can turn an area into a zone of dark negative energy. Anyone killed within this sphere of necromancy rises again as a zombie under Amaruak's control and is then confined to the unlife forever. The zombies created by Amaruak are no ordinary zombies; they are much more powerful.

CHAPTER TWO : View of Bersiah

2.1 HUMAN ALLIANCE

In an effort to face the pending threat of darkness, the humans joined forces again. Along with their allies, the Elves and Dwarves, they formed the Human Alliance. Elves came from Las Ehlony with bows and dwarves came with cannons; clerics came from Ecclecia and knights from Hironeiden. Of course, they did not forget to call upon mages from Azilla and sorceresses from Hod Village for help. Although this alliance is young, it will not be easily broken - as long as they do not forget that they are all in the same boat.

2.1.1 Structures

2.1.1.1 Keep



The Keep is a base at the frontline, a vital point for both offense and defense. It is also the only place where peasants can rest. Furthermore, peasants can only store resources in the keep; so if it is destroyed they can no longer store resources. Because the town is developed, the Keep can be upgraded to a Castle or Lord's Castle.

UNIT



Train Peasants

UPGRADES



Upgrade to Castle



Upgrade to Lord's Castle

2.1.1.2 Farm



The Farm supplies the food required for all the units. If you do not have enough food you cannot train any more units. Well-positioned farms can also be used as defensive walls.

2.1.1.3 Barracks



The Barracks are where you can train strong warriors. Each warrior undergoes tough training to become trustworthy and reliable. Although the training is tough it is nothing compared to life on the battlefield.

UNIT



Train Warrior



Train Archer - Requires Training Hall



Elf Ranger - Requires Blacksmith, Training hall & Castle



Knight Templar - Requires Hall of Honour

2.1.1.4 Blacksmith



The Blacksmith is where the weapons and armor are produced. Upgraded weapons and armor affect the units using them as they improve their attack and defense.

WEAPON UPGRADES



Make Dwarves' Weapons - Increases attack of land units



Make Steel Weapons - Increases attack of land units



Make Enchanted Weapons - Increases attack of land units

ARMOR UPGRADES



Make Scale Armor - Strengthens armor of land units



Make Chain Armor - Strengthens armor of land units



Make Plate Armor - Strengthens armor of land units

2.1.1.5 Guard Post

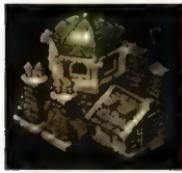


The Guard Post is a defensive tower on the frontline. Archers are holed up in the guard post from where they drop arrows on the invaders. Due to their height, the Guard Posts allow the archers to shoot arrows further than the archers on the ground.



Unload Guard Post - Unload the Archer inside of the Guard Post.

2.1.1.6 Training Hall



This is where elite soldiers are trained. It includes an archery ring, which is essential for training archers and rangers.

UPGRADES



Learn Berserk - Warrior's Ability



Make Boots of Speed - Increases Warrior's moving speed



Learn Archery - Increases Archer's attacking speed



Make Longbows - Increases Archer's attacking range



Make Elf's Longbows - Increases Elf Ranger's attacking range

2.1.1.7 Dwarves' Forge



The Dwarves' Forge is where the dwarves develop their fine weapons and armor. The Human Alliance is strengthened when the dwarves join it and contribute their tinkers and blacksmiths.

UNIT



Train Dwarf Cannon

UPGRADES



Upgrade Cannon Balls - Increases level of damage of Dwarf Cannon's attack



Upgrade explosives - Increases level of damage of Bomber Wing's attack



Develop Fire Arrows - Archer's Ability

2.1.1.8 Hall of Honour



The Hall of Honour was established for the Order of the Azillan Knights. Selected knights become Knight Templars, who then fight injustice in the name of Amos. They undergo military training, and are also faithful followers of Amos, protected by Amos' will.

UPGRADES



Learn Charge - Knight Templar's Ability



Learn Divine Light - Knight Templar's Spell



Learn Holy Aura - Knight Templar's Spell

2.1.1.9 Temple of Amos



The Temple of Amos can be found almost anywhere in the human settlements on the Bersiah continent. The King Priest of Ecclesia is the current leader. This holy sanctuary serves as a home for orphans and the sick. Young acolytes are trained in priestly magic in the temple.

UNIT



Train Cleric

UPGRADES

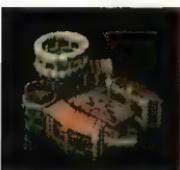


Research Major Healing - Acolyte of Amos' Spell



Research Purification - Acolyte of Amos' Spell

2.1.1.10 Courtyard



The Courtyard plays host to all the different flying units. The structure is in fact a big courtyard where units can be trained to take off and land, hence the name.

UNITS



Train Scout Balloon



Train Storm Rider



Train Bomber Wing - Requires Dwarves' Forge

2.1.1.11 Dwarves' Workshop



The dwarves' workshop is where the dwarves carry out their research into machinery. Although it was not constructed specifically to improve flying units, most research findings usually help the flyers in their attack and defense in some way.

WEAPON UPGRADES



Make Throwing Axes - Increases level of damage of Storm Rider's attack



Make Dwarves' Axes - Increases level of damage of Storm Rider's attack



Make Enchanted Axes - Increases level of damage of Storm Rider's attack

ARMOR UPGRADES



Make Leather Padding - Strengthens flyer's armor



Make Chain Padding - Strengthens flyer's armor



Make Enchanted Padding - Strengthens flyer's armor

OTHER UPGRADES



Make Power Gloves - Increases Storm Rider's attacking range



Make Spyglasses - Increases Scout Balloon's Sight Range & Speed

2.1.1.12 Tower of Magery



The Tower of Magery is where mages live and carry out their research into arcane arts. The mages of Azilla tend to be more peaceful than the Hodian sorceresses. They specialize in non-destructive magic using abjuration and alteration spells.

UNIT



Train Mage

UPGRADES



Learn Spell Lore - Shortens Mage's spell casting time



Learn Concentration - Lengthens Mage's mana recharging time

SPELL RESEARCH



Research Castle Portal - Mage's Spell



Research Dome of Negotiation



Research Astral Portal - Mage's Spell



Research Create Mana Orb - Mage's Spell



Research Haste - Hodian Sorceress' Spell



Research Invisibility - Hodian Sorceress' Spell

2.1.1.13 Coven



The Coven is the secret order of magic located in the Revents Mountains. The Coven was founded by the mages who survived the First Heroic War. For some unknown reason, they only take on females as apprentices. These sorceresses are well trained in evocation magic. Their destructive war magic is never underestimated in times of war.

UNIT



Train Hodian Sorceress

UPGRADES



Learn Spell Mastery - Shortens Hodian Sorceress' spell casting time



Learn Channeling - Lengthens Hodian Sorceress' mana recharging time

SPELL RESEARCH



Research Improved fireball - Hodian Sorceress' Spell



Research Summon Stone Golem - Hodian Sorceress' Spell



Research Meteor Strike - Hodian Sorceress' Spell

2.1.1.14 Portal of Valour



The building serves as a gateway through which you can summon your hero to the battlefield. Curian, Moonlight and Keither can be summoned to help you when the portal is activated.

SUMMONING HEROES



Summon Curian



Summon Keither



Summon MoonLight

2.1.2 Units

2.1.2.1 Ground Units

PEASANTS



Most humans are peasants. They do most of the important work from farming to building and collecting resources. They provide support during battle. Although they are not officially trained in the art of war they know how to swing their axe when exposed to danger.

WARRIOR



Warriors are units trained at the barracks. They are equipped with basic armor and weapons and sent to the battlefield. Some veterans are even able to switch to Berserk mode. Although they are not as powerful as knights warriors, they are the central force of any attack as they make up the majority of most armies. They are cheap and handy.

WARRIOR'S ABILITY



Berserks

Veterans are able to go into a state of frenzy in times of war so that they can inflict more damage with their weapon. However, they tend to hurt themselves much more easily when they are in this battle frenzy.

ARCHERS



The human archers make up a large proportion of most human nations' armies. In points of strategic defense, they act as watchmen at the guard posts. They have archery practice in the training hall, and most are fairly well equipped. Well-equipped archers can even shoot arrows of fire.

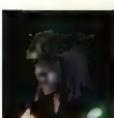
ARCHERS' ABILITY



Fire Arrow

Fire arrows are an invention of the dwarf smiths. The tips of the arrows are coated with a flammable substance so that they catch fire easily. The arrows are ignited just before they are shot.

ELVEN RANGERS



Elven rangers are guardians of the forests. They are trained in the art of woodcraft and marksmanship. They can fire their arrows with deadly accuracy. However, they tend to take a bit more time taking aim.

KNIGHT TEMPLARS



Knight Templars are knights of the priestly order. They are noble, honest and loyal servants of the god, Amos. They are strong in physical combat and are protected by the holy aura of the god. They fight injustice in the name of Amos.

KNIGHT TEMPLARS' ABILITY



Charge

Knight Templars can spur their horse to charge a short distance in any direction at high speed. However, this does not automatically allow the knight to attack anyone in his path.



Divine Light

By summoning the divine energy in his body, the Knight Templar can shoot a ray of divine light in any direction. The divine light reveals any hidden or invisible units in its path.



Holy Aura

After calling upon the divine light, the knight is temporarily surrounded by a holy aura that protects him from any harm. The aura absorbs a certain amount of harm before it disappears.

DWARVEN CANNON



Dwarves are very hard working, sturdy fellows who live in the Revents Mountains. They are particularly good blacksmiths and tinkers. One of their most famous creations is the cannon. Each dwarf brings his own cannon on his back, loads the cannon balls and fires them on the battlefield. Of course, they still need to adjust the reloading speed, but its destructive power makes up for any shortcomings.

CLERICS



Clerics are loyal servants of Amos. They make up the majority of the priests in the Temple of Amos. Although they are not professional soldiers, they still swing their mace and call upon their god to smite their enemy in times of crisis. Their priestly magic is a huge help in restoring the health of the wounded. By invoking the name of Amos, they are able to give undead creatures eternal rest.

CLERIC'S PRIESTLY MAGIC



Lesser Healing - This spell restores some of the hit points of a friendly unit.



Major Healing - This major healing spell affects any friendly units positioned nearby.



Turn Undead - This spell does moderate damage to an undead unit.



Destroy Undead - This spell harms any undead units nearby.



Purification - The purification spell removes any adverse effects such as poison, blindness or infestation.

MAGES



The mages of Azilla form a scholarly order that concentrates on studying arcane arts. Although they are not particularly good at war magic, they are experts in protective magic. More powerful mages are able to open portals for instant teleportation. If a few mages join forces, they can channel the mana flow from the earth to those who need it most.

MAGE'S MAGIC



Create Mana Orb

This ceremony consumes so much energy that no single mage is allowed to perform it alone. By channeling the mana flow from the earth, the mages are able to store the mana in a crystal orb for later use.



Castle Portal

This spell opens a portal near the spellcaster and teleports all nearby units back to a predetermined point, usually their main castle.



Dome of Cancellation

This spell creates a dome-shaped anti-magic zone. It cancels the effect of any aggressive spells in the area. The area radiates a spherical protective energy while the spell is effective. Experienced mages can create an even larger dome.



Dome of Negation

An improved version of the Dome of Cancellation spell. It covers a larger area and lasts longer than the inferior version.



Astral Gate

Two astral gates have to be opened for the spell to work. When two gates are open, teleportation can occur between the two locations. Originally, this spell was developed to help communication between mages, but it is now used to transport soldiers.



Invisibility

By the power of magic, you can become invisible. But sound and smell cannot be concealed, so others may still be able to notice something lurking out there, even if the mage is invisible.



Haste

This spell allows a living creature to move at unusually high speed. The spell also alters the flow of time within a person and thus ages him slightly.

HODIAN SORCERESSES



The Coven of the Hodian Sorceresses was established by powerful sorceresses who survived the last war. They are particularly skilled in the art of war magic. Hod Village, located at top of the Revents Mountains, is where the sorceresses study forbidden arcane lore. The whole village is protected by a powerful ward that keeps intruders out. Only a few know of the existence of the Coven. For some unknown reason, the sorceresses only take on talented girls as apprentices. The ignorant people in the mountains usually refer to them as witches.

HODIAN SORCERESS' MAGIC



Fireball

This spell shoots a fiery ball of death towards a target. The fireball explodes upon contact, and destroys the target.



Improved Fireball

This spell does more damage than the inferior version.



Summon Stone Golem

This spell summons a Stone Golem, which will then fight for the sorceress. Golems were originally designed to do mundane jobs for the sorceresses so that they could concentrate on their studies, but they now make good bodyguards and soldiers in war.



Meteor Strike

Powerful sorceresses can summon a huge meteor from the sky, which then strikes their opponents. All those who are caught within the range of the meteor strike suffer immense physical harm such as burns. This dangerous spell can even harm the caster if she stands too close to the meteor strike.

2.1.2.2 Air Units

SCOUT BALLOON



The Scout balloon is one of the dwarves' most astonishing creations. It enables the army to transport units from one point to another even if a river or mountain blocks the way. Equipped with an enchanted spyglass, Scout Balloons can detect distant units and invisible enemies.

UNLOAD SCOUT BALLOON



Lands the aboard unit to the ground

STORM RIDERS



Storm Riders are made up of a human rider and a very well trained, huge bird, Zephyr Condor. In combat they throw axes from up in the sky. Although they are not particularly strong in their attack, storm riders can easily overcome most obstacles on the ground.

BOMBER WING



The Bomber Wing, invented after the air balloon, is another awesome creation from the dwarves. Although the machine is still in the early stages of development, the dwarf king ordered the workshop to mass produce the flyers after realizing their potential. In combat, they drop bombs from above.

2.2 DEVILS

The races of darkness have always been very strong and fearsome opponents for other races. Unfortunately, these characteristics resulted in disputes among the devils themselves. However, things changed when Rick Blood entered Hexter. The Ogres and Orcs swore allegiance to Rick Blood, and with the help of Amaruak, Dark Elves and Wyverns, became his followers. Even the Vampires joined Rick Blood's army. Although this alliance seems formidable, it can be broken down easily once the 'one' is gone.

2.2.1 Structures

2.2.1.1 Fortress



The Fortress is the nucleus of the army and the residence of the commander. Captured gnomes are trained as slaves to do all the mundane jobs in the fortress. Like the human's Keep, the Devils cannot store resources without the Fortress. Orcs care less about their base than humans, and so rarely try to upgrade their fortress.

UNIT



Train Gnome Slave

2.2.1.2 Shelter



The Shelter is the living quarters for most units. The food supplies are also stored here. Sometimes the shelter is used as a defensive wall against invasions.

2.2.1.3 War Camp



The main forces of the Dark Legion, the Orcs, Dark Elves and Ogres, are trained in the War Camp. These units are trained mainly in discipline rather than in fighting strategies because their uncontrollable, jingoistic nature sometimes overrides orders given by high-ranking officers. This discipline training is so hard that screams are often heard coming from the War Camp.

UNIT



Train Orc Fighter



Train Dark Elf - Requires Corrupt Woods



Train Ogre - Requires Ancient Candle

2.2.1.4 Chamber of Blood



The Orc blacksmiths test their armor and weapons in the Chamber of Blood. It is rumoured that the Orc blacksmiths need blood to make the armor or weapons. Captured humans are brought to the Chamber of Blood so that their blood can be put to good use.

WEAPON UPGRADES



Make Ground Weapon Level I - Increases the level of damage of ground unit's attack



Make Ground Weapon Level II - Increases the level of damage of ground unit's attack



Make Ground Weapon Level III - Increases the level of damage of ground unit's attack

ARMOR UPGRADES



Make Ground Armor Level I - Strengthens ground unit's armor



Make Ground Armor Level II - Strengthens ground unit's armor



Make Ground Armor Level III - Strengthens ground unit's armor

SHIELD UPGRADE



Make Orc's Shield - Strengthens orc fighter's armor

2.2.1.5 Spider Tower



The Spider Tower is where the Dark Elves breed their fellow spiders. Some of the spiders are extremely poisonous and very dangerous to one's health. The spiders are left in the tower where they act as guards. They shoot their webs and venom at anyone who gets too close to the Orc base.

UPGRADE



Upgrade to Tarantula Tower - Requires Ancient Candle and Corrupt Woods.

2.2.1.6 Corrupt Woods



The Dark Elves are elves that fell from grace and were cast out of the elf forest. They now live below the Revents Mountains where the Corrupt Woods grow. They have pale skin after living underground for so many years. In combat, they use throwing clubs made from the wood of the corrupt trees. They also have enchanted bracers to train their strength and power.

UPGRADES



Make Bracers - Increases Dark Elf's Attack Range



Make Elf's, Boots - Increases Dark Elf's Moving Speed

2.2.1.7 Ancient Candle



The Ancient Candle was created by Amaruak so that the Dark Legion could be controlled more easily. The structure itself can drain the mana from the earth and store it for later use. The candle is also used to control the minds of the stupid Ogres.

UPGRADES



Develop Bloodlust - Ogre's ability

2.2.1.8 Foul Nest



The Foul Nest is where the Demons tame the Black Wyverns and train them in the art of war. Wyverns can only be trained from a very young age. They are taught to faithfully obey their master's commands.

UNITS



Train Demon



Black Wyvern - Requires Dark Laboratory

2.2.1.9 Dark Laboratory



The Dark Laboratory is where the Dark Mages carry out their research on flying creatures. From here, they channel power from the Ancient Candle and use it to improve the attack and defense of the Wyverns and Demons.

WEAPON UPGRADES



Breathing Weapon Level I - Increases flyer's attack



Breathing Weapon Level II - Increases flyer's attack



Breathing Weapon Level III - Increases flyer's attack

ARMOR UPGRADES



Flyer's Defense Level I - Strengthens flyer's defense



Flyer's Defense Level II - Strengthens flyer's defense



Flyer's Defense Level III - Strengthens flyer's defense

2.2.1.10 Demons' Lair



This is where the Demons live and keep all their personal belongings. The Demons need a lair before they will agree to serve the Dark Mages.

UPGRADES



Research Mana Vortex - Demon's Spell



Research Stinking Mist - Demon's Spell



Research Glimpse - Demon's Spell

2.2.1.11 Spore Plant



The Spore Plant is another of the Dark Mages' achievements. Before the Spore Plant was invented, the Dark Legion faced the problem of where to breed Swamp Mammoths and Dirigibles. Now they have a solution. They use magic on a piece of land from the Swamp of No Return and make it float in the air. There, the Dark Mages can breed the creatures with their own dark purpose in mind.

UNITS



Train Swamp Mammoth



Train Dirigible

UPGRADE



Develop Mammoth Hide - Strengthens Swamp Mammoth's Armor

2.2.1.12 Unholy Portal



The Unholy Portal is the gateway through which the dark creatures enter this world. It can summon Liches, Vampires and dark heroes.

UNITS



Make Liches



Recruit Vampires

SUMMONING HEROES



Summon Richter - Requires Bone Yard



Summon Likuku - Requires Bone Yard



Summon Rick Blood - Requires Bone Yard



Summon Amaruak - Requires Bone Yard

2.2.1.13 Twisted Mansion



The Twisted Mansion is the meeting place of the Vampires and the home of their elders. Vampires swear their allegiance and obtain elders' blood to make them more powerful. Less experienced vampires are trained by the elders to utilize their vampire skills.

UPGRADES



Learn Cloak of Darkness - Vampire's Ability



Learn Terror - Vampire's Ability



Learn Control Animal - Vampire's Ability



Learn Bat Form - Vampire's Ability



Learn Memory Leech - Vampire's Ability

2.2.1.14 Abyssal Gate



The Abyssal Gate is a portal used to channel negative power from the underworld. It is essential if the Dark Mages are to achieve lichdom. As the tremendous dark energy flows into the body, the mage is able to reach the state of unlife, thus achieving near immortality.

SPELL RESEARCH



Research Animate Dead - Lich's Spell



Research Black Plague - Lich's Spell



Research Evil Eye - Lich's Spell



Research Essence Transfer - Lich's Spell



Research Pentagram - Lich's Spell



Research Apocalypse - Lich's Spell

2.2.1.15 Desecrated Altar



The Desecrated Altar is where the Liches conduct terrible and gruesome experiments. Human victims are placed on the altar and dark ceremonies are performed. After the human has died an agonizing death the corpse is brought back to life as a Shadow Puppet under the total control of the Liches. Recent improvements to this dark ritual include implanting a small amount of dark energy into the body of the Shadow Puppet that allows it to explode into bloody pieces whenever it needs to.

UNIT



Create Shadow Puppet

UPGRADE



Learn Burrow - Shadow Puppet's Ability

2.2.1.16 Bone Yard



The dark minions are sent to collect all the dragon bones they can find and bring them to this bone yard. The Liches then use them to make a Bone Dragon. The Bone Dragons still have the ability to breath fire and fly in the sky.

UNIT



Bone Dragon

2.2.2 Units

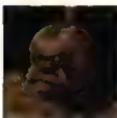
2.2.2.1 Ground Units

GNOME SLAVES



The gnomes are not part of the Devil forces. They are peaceful creatures who like to play and joke below the western slopes of the Revents Mountains. Orcs one day invaded the town and began to use gnomes as slaves; so Gnome Slaves now produce food, build structures and collect resources. They just want this war to end so that they can go back to their hometown. But it is just a dream that cannot come true.

ORC FIGHTERS



Until recently, Orc soldiers were just ordinary residents of Hexter living within their own tribes. However, instinctively, they swore their loyalty towards Rick Blood when he promised them rich lands in western Bersiah. They do not require any special training because living in horrible conditions in Hexter is very hard training in itself. Of course, they might be weaker than well-equipped human soldiers, but as soon as they acquire shields they are on a par with them.

DARK ELVES



Dark Elves are outcast elves. They now live underground, below the Revents Mountains. They particularly despise their elf brethren and will nearly always attack them on sight. They are skilled in throwing clubs made from the corrupt woods. They joined the war against the Human Alliance so that they would have the pleasure of killing any elf they came across.

OGRES



Ogres are the most powerful monsters in Hexter. Just like Orcs, they decided to follow Rick Blood when he promised them land in western Bersiah. They fight just as well as Knight Templars.

OGRE'S ABILITY



Blood Lust - Ogres are more violent and cruel than any other creature in Bersiah. They have a mad nature and thirst for blood. This blood lust that burns in the Ogres' body considerably boosts the strength of their attack for a very short period. Note that this ability is a health hazard and may have adverse effects if used repeatedly.

SWAMP MAMMOTHS



Originally, the Swamp Mammoths were very gentle animals who lived in the Swamp of No Return. Now corrupted by the dark energy of the Ancient Candle, they are becoming more and more violent.

SWAMP MAMMOTHS' ABILITY



Spore Egg - Swamp Mammoths can make an egg filled with spores. The egg is normally stored inside the mammoths, but it can be released in times of danger. The spore egg explodes when it comes in contact with enemy units.

SHADOW PUPPETS



The Shadow Puppets are the result of atrocious experiments performed by Liches. Liches turn captured humans into Shadow Puppets by killing them in a ceremony on the desecrated altar, and then reviving their corpses. They then plant dark energy spores into their body. These Shadow Puppets explode like a ball of blood as soon as they come in contact with an enemy. They can also burrow underground and approach the enemy unnoticed.



Burrow - One of Shadow Puppets' most outstanding features is their ability to burrow. They can burrow underground and reemerge at any time to attack passing opponents.

LICHES



Liches are wizards who sought to become undead with the aim of furthering their dark pursuits. As long as the living do not interfere with them, Liches generally do not care very much about living creatures, except when they need a body of flesh to perform some kind of dark experiment. However, the powers of the Ancient Heart and Ancient Candle have drawn them out of their evil abodes. They are probably the most powerful wizards among the known undead in Bersiah. They can bring corpses back to life by turning them into zombies, and create Hellish Fire.

LICHES' ARCANE MAGIC



Animate Corpse - Liches can disturb the peace of the dead and bring the bodies back to life as zombies. The zombies are under the complete control of their creator and form the basis of the undead army.

Animate Dead - A more powerful version of the Animate Corpse spell. It can even bring back to life bodies that have been dead for some time and produce more zombies.



Black Plague - This spell inflicts a terrible plague on a unit, which then spreads to all those nearby. All those who catch the plague become carriers of the

plague too. The plague slowly drains the hit points of the target until the unit dies or is purified.



Evil Eye - This spell plants an evil eye on the target and allows the Lich to see through this eye as if it were his own.



Pentagram - This spell channels energy from the earth and creates this unholy area where units within the area can restore their hit points and mana.

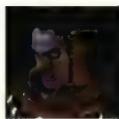


Essence Transfer - This spell temporarily allows the Lich to store his unlife essence in another plane so that he can escape certain death. The Lich's body collapses and becomes a corpse so that he can suffer no more harm. After a while, his unlife essence returns to the corpse and he rises again. The Lich is also able to recover a small amount of hit points and mana while his unlife essence is stored in the other plane.



Apocalypse - This spell opens up the ground and allows the Hellish Fire to burn from deep below. The whole area is consumed within seconds.

VAMPIRES



Vampires are nobles of Vellond. Until now, they did not interfere in other races' affairs. However, when Richter decided to join the war on the side of the Dark Legion, he brought along the vampires of his clan. Rather than attacking from the front line, they like to sneak into the opponent's base and wreak havoc, causing fear and confusion among humans. If a vampire is cornered and his life is in danger, he turns himself into a bat in order to escape.

VAMPIRES' ABILITY



Clock of Shadows - Vampires can hide from their enemies in their shadow.



Cloak of Darkness - Powerful vampires can also conceal those nearby in a cloak of darkness.



Control Animal - Vampires can control any normal animals under their command.



Bat Form - Vampires can transform themselves into a group of vampire bats. The number of bats depends on the current state of the vampires' health.



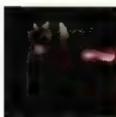
Terror - Vampires can put fear into the heart of enemy units. Scared units are unable to attack and are likely to run away from the vampires as quickly as possible. It is rumoured that a concentrated mind can still function while under the influence of this fear.



Memory Leech - Vampires are able to drain a skill or spell from the memory of a selected target. The skill or spell seems to be selected at random. The victim loses the ability to use the particular skill or spell forever, while the vampire acquires all the knowledge required to use it effectively. However, the vampire is only able to do this once in his lifetime.

2.2.2.2 Air Units

DEMONS



These inferior demons were originally from the underworld. They were summoned to this world by powerful dark mages to wreak havoc. Most of them act as servants to the Liches. Because of their unfaithful nature, demons cannot be trusted. However, they obey the commands of their dark lord as long as they have a share in the work. They are able to conjure up a few spells.

DEMON'S ABILITY



Mana Drain - This spell briefly connects the underworld with the material plane.



Mana Vortex - This is an advanced version of the Mana Drain ability. Anyone caught within the area of the mana drain will have their mana drained to the other world.



Stinking Mist - Demons can release a stinking mist at a chosen point. Those caught within it find it so repulsive they are unable to stop crying. Although their tears temporarily impair their eyesight, the effect wears off after a while.



Glimpse - The demon can take a glimpse of a small area using his demon's eye. He is able to gather all the information about the area immediately, including the position of any hidden or invisible objects.

BLACK WYVERNS



Black Wyverns are fierce flying creatures who live in the eastern part of the Revents Mountain. They are notoriously fierce and cruel. They are captured and brought to the Foul Nest when they are still very young, and then trained as war tools. They form the Dark Legion's main air force. They descend at high speed and use their breath to attack their opponents before soaring high again. Some call them 'dark cloud' as they look like a dark cloud from far away.

DIRIGIBLES



Dirigibles are natives of the Swamp of No Return. The Dark Legion is now breeding them using the Spore Plant. The spore is made inside their body. Originally, these spores were used to raise babies safely, but now they are used for transportation. With their extremely acute senses, they can even detect invisible creatures.



Make Transport Spore - Makes a spore to transport units.



Drop Transport Spore - Drops the spore and allows it to land safely.



Unload Transport Spore - Lands units safely without the spore.

BONE DRAGONS



Bone Dragons are dragon skeletons that have been brought back to life. The Liches collect the deceased dragon's bones and take them to the bone yard. A Bone Dragon remembers its past and so is still able to fly and breath fire.

BONE DRAGONS' ABILITY



Fiery Blast - Although it is not as strong as when it was alive the hellish breath of the dragons can still do immense damage.

2.3 RESOURCES

2.3.1 Gold



One thing that allies and enemies have in common is that they both need resources. Of these resources, gold is the most valuable, although it does not affect the battle directly. When the war began, miners who cared more about their lives than gold fled the mines. So most mines are now disused.

2.3.2 Iron



The history of human culture can be divided into periods based on the kind of materials used to make tools. These periods reflect cultural development. Unlike gold, which is used as payment for services, iron is used to make weapons and tools.

2.3.3 Mana



Mana is a source of magic. It is an impersonal and supernatural power. Areas where condensed mana jets out of the ground have been discovered in Bersiah. Peasants use special crystal balls to carry mana from these areas to the Keep. Some scholars say it originates from somewhere else, but no one knows exactly where it comes from.

2.3.4 Invisible Resource: Time

It is not visible to the naked eye, nor can it be saved or grabbed. However, time is just as important, if not more so, than other resources. *'The Right Timing' is harder to attain than gold, and if you can manage time well you will win six out of ten battles.*

2.4 MONSTERS

DOGMAN



Dogmen roam the ground below the Revents Mountains. They are seldom seen outside in the daylight. They stand about four or five feet tall, and usually shun contact with other races. However, they can become quite fierce if their homeland is threatened.

SKELETON



The bones of the deceased are brought back to life as skeletons. They normally frequent places such as graveyards, where bones that have been dead for a long time can be located quite easily. Skeletons are able to wield a weapon in times of battle. They are mindless and follow their creators' commands quite literally.

GOHUL



Ghouls are the minions of vampires. Not everyone who is bitten by a vampire becomes a vampire. Only the chosen few are granted eternal life, and the rest turn into these hideous creatures known as ghouls. They are tied to their vampire master by what is known as the blood bond. This blood bond makes the ghouls faithful followers. The vampire has total control over the ghoul's body even if its mind resists. Ghouls need to drink a small drop of blood from their master in order to survive, and most of them develop a taste for blood. Their touch can paralyze living creatures.

WINGED SERPENT



Winged serpents are believed to be distant relatives of the dragon. They usually spend time in the dragons' company as their minions. They have the body of a serpent and a pair of dragon wings, hence their name. In battle, they use their bite to attack intruders.

HUGE SPIDER



These huge spiders are pets of the dark elves. Their size and shape vary depending on their master and how they are fed. Most of them are capable of spitting venom or sticky webs.

LIZARDMAN



These cave dwellers usually live in damp caves with a water source. Most of them live in the Swamp of No Return. Their scaly hands are capable of wielding weapons, and their favorite is a barbed spear usually used for fishing. They cannot live very long without water, and are seldom seen outside their subterranean caves.

MUDMAN



Mudmen are lesser earth creatures. They cannot live without a constant supply of mud or lava. Sometimes they can be seen in volcanoes, where there is an abundance of lava and mud. They attack with their powerful fists or hurl mud or lava at their opponent. They do not seem to be very intelligent, and although they protect their territory fiercely, they will not chase intruders out of their mud pool.

HELLHOUND



These dogs from hell are not native to Bersiah. Some say they are summoned by dark mages to further their evil goals. Others say they came from hell through a portal. They are rarely seen anywhere in Bersiah apart from deep in the Revents Mountain, preferably in a volcano where temperatures are high. They are almost immune to normal fire and heat effects, and can breath a cone of fire during combat.

LIVING ARMOR



Living armor is a suit of animated armor haunted by its original owner. The ghost was not able to leave the suit of armor because the owner failed in his duty while he was alive. And now the ghost haunts the place where he died, performing his duty for eternity.

BONE MANTICORE



The Bone Manticore is the result of Amaruak's first attempt to restore lost necromantic lore. The experiment was so successful that, later on, Amaruak mastered the skill to create bone dragons. Although not as powerful as a bone dragon, the bone manticore is an awesome foe.

NAGA



Also known as guardian nagas, their existence is a mystery. Some say they are the inhabitants of another plane who were summoned to this world to guard places of great importance. In combat, they can attack with their six arms or invoke their spell-like abilities.

MINOTAUR



An ancient monster of myth, the Minotaur has the head of a bull and the body of a human. It stands over seven feet tall and is extremely muscular. A blow from a Minotaur can crush a skull quite easily. It is a native of the cavern below the mountains and is seldom seen outside in the daylight. More powerful Minotaurs are even able to wield magic in battle. Their favorite weapon is a large flail.

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